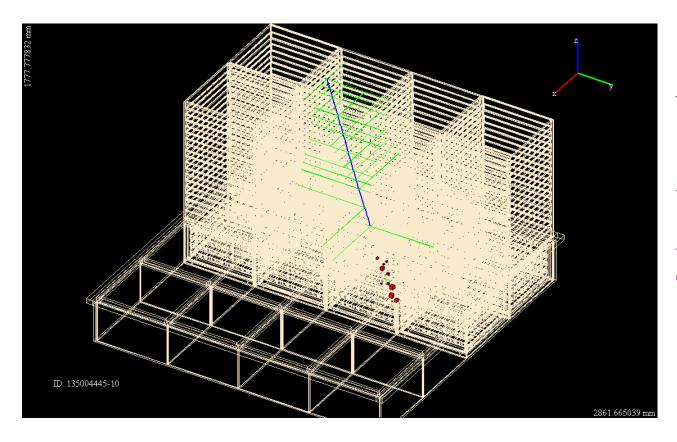


GEM Discarded Events



Anders W. Borgland

Science Verification, Analysis and Calibrations



Outline

- What are the GEM discarded events
- Number of discarded events per read out event
- Time distribution of the discarded events
- STR results:
 - STR 33
 - STR 35
- CAL CPT runs
- Summary

A lot of people have been involved in this analysis: Warren, Eric, Jim, Mike, Eric,

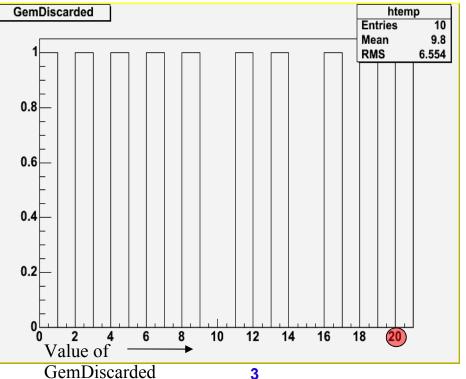


GEM Discarded Events

- **GEM** discarded events:
 - A counter that keeps track of how many times the trigger window turned, but the LAT was busy.
- We may have discarded events under normal data taking:
 - Two physics events coming close to each other, and the LAT is busy reading out the first one
 - Periodic trigger fires while we read out an event
- But the rate should be very low!

GEM Discarded counter for ______ first 10 events of run 135004445

We have 20 discarded events for the first 10 events that were read out! There is also a pattern here



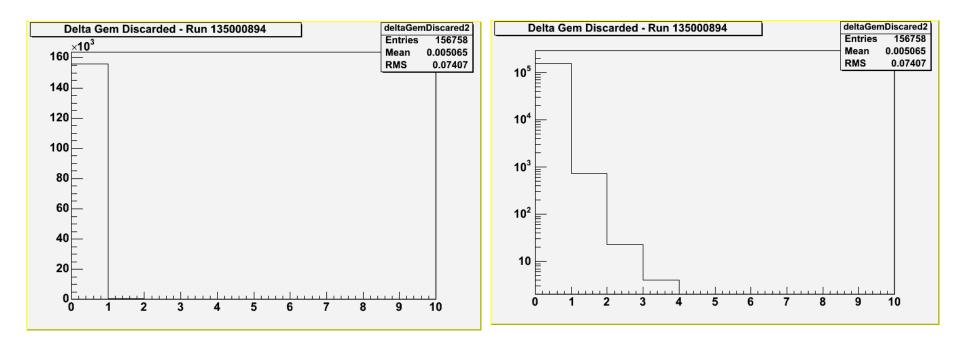


Plots: Part I

- I will plot how much the GEM discarded counter increases from one read out event to the next read out event:
 - Delta Gem Discarded
- Will show you plots for:
 - Different number of towers in the grid:
 - 1, 2, 4, 6 and 8 towers
 - Different run types:
 - B2 and 1-1: Flight configuration
 - B10: CAL 4-range readout
- Deadtime is different for the different run types:
 - B2 : 529 ticks
 - B10: 1309 ticks
- Remember:
 - It's only a discarded event if it occurs inside the dead time!



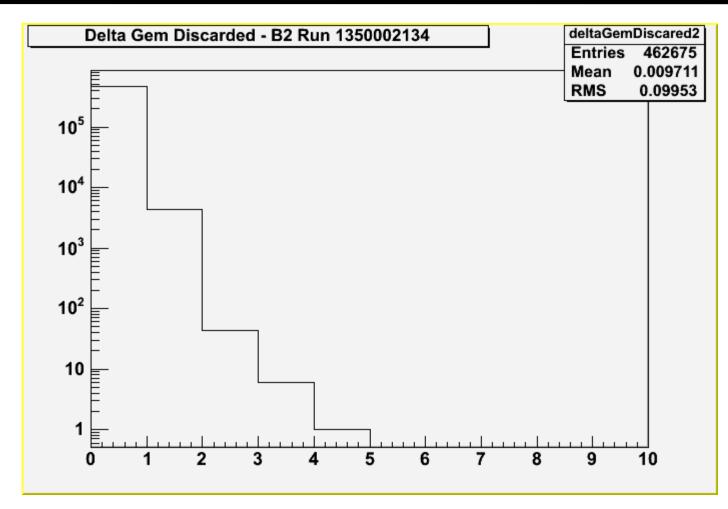
One Tower Data: End2End 1-1



Delta GemDiscarded peaks at 0. 0.5% of the read out events have discarded events



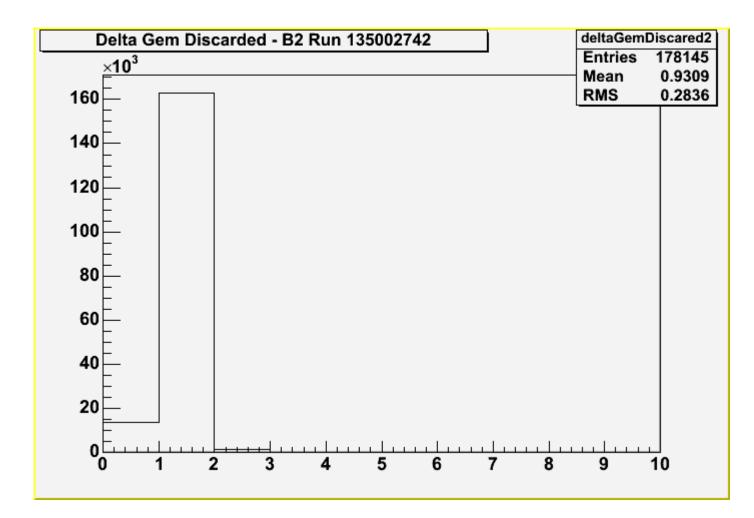
Two Tower Data: End2End B2



Delta GemDiscarded still peaks at 0. 1% of the read out events have discarded events.



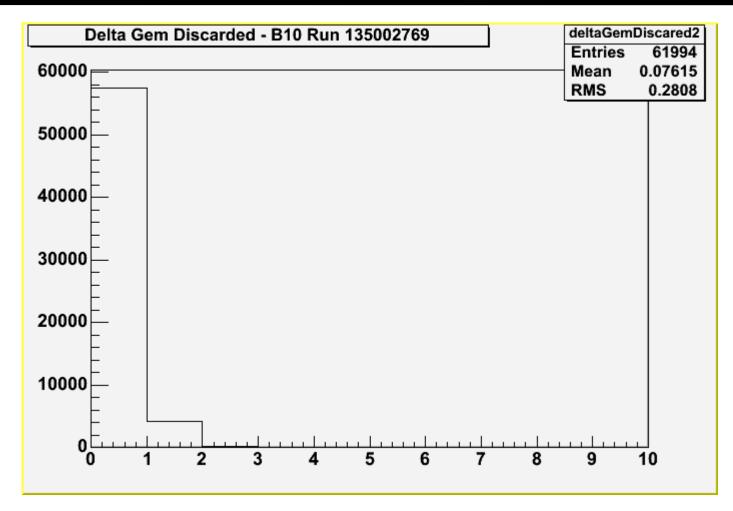
Four Tower Data: B2



We nearly always have one discarded event per read out event!



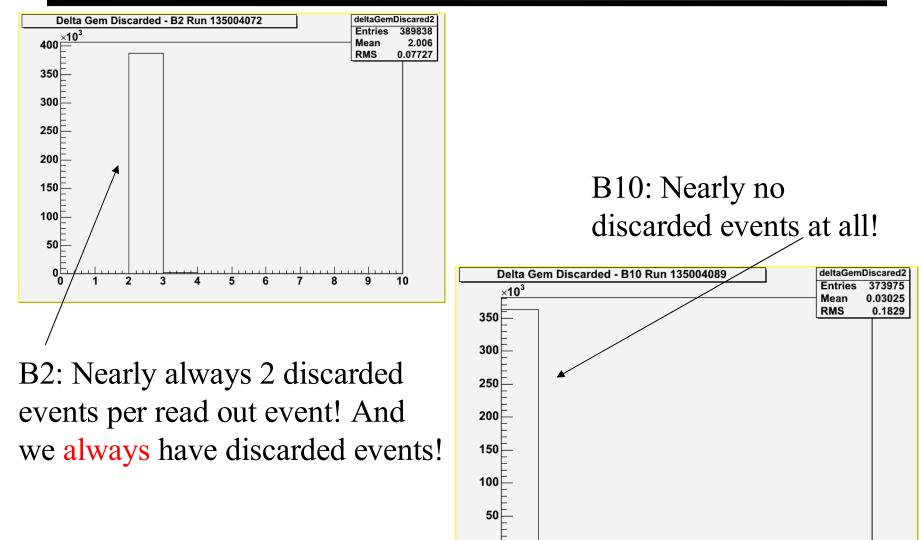
Four Tower Data: B10



Delta GemDiscarded peaks at 0!

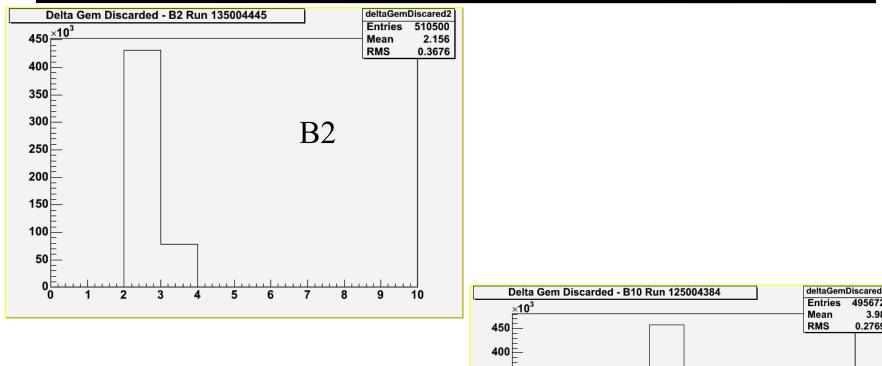


Six Tower Data: B2 And B10

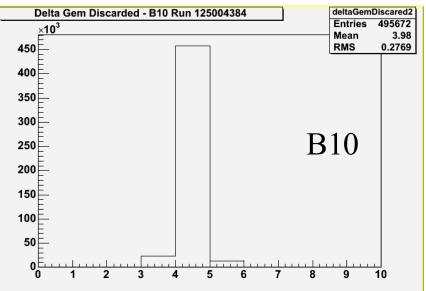




Eight Tower Data: B2 And B10



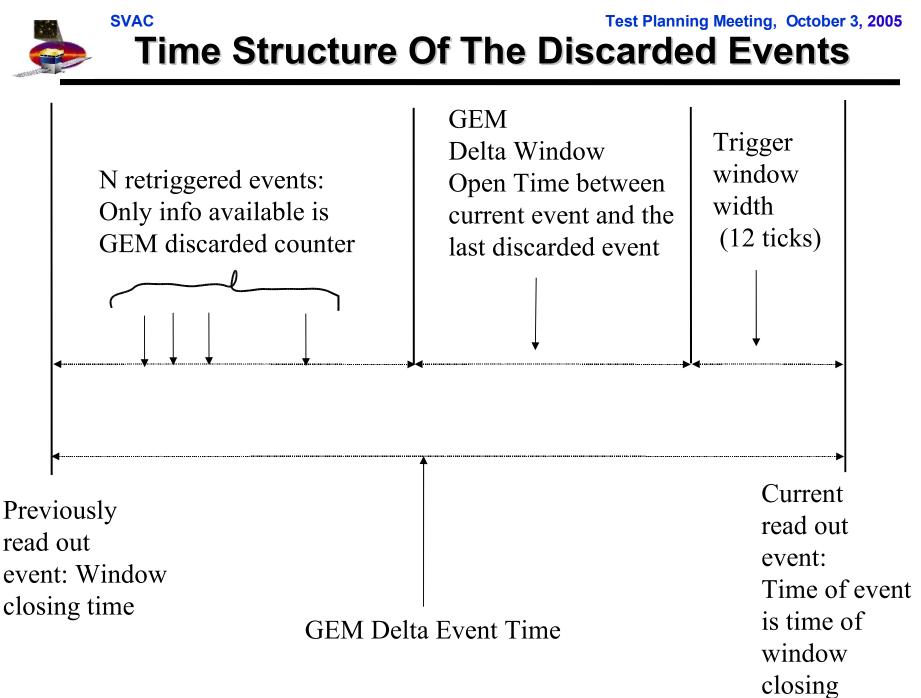
We now have discarded events all the time for both run types!





Time Structure Of The Discarded Events

- Will plot:
 - GemDeltaEventTime GemDeltaWindowOpenTime
- This gives us:
 - The time between the previous read out event and the LAST discarded event!
 - See cartoon on the next page.
 - This quantity will be 0 if there are no discarded events!
 - NB! As the number of discarded events increases this time quantity will increase since we always look at the time of the last discarded event.
- We don't know anything about the other discarded events except how many there are (from GemDiscarded).
- This time quantity is only useful for events where GemDeltaEventTime is not saturated (3.3 ms).

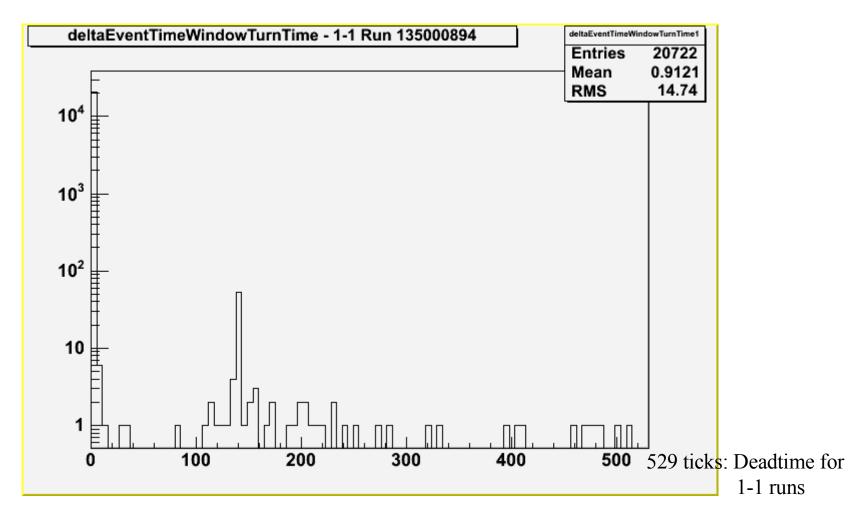


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One Tower Data: 1-1

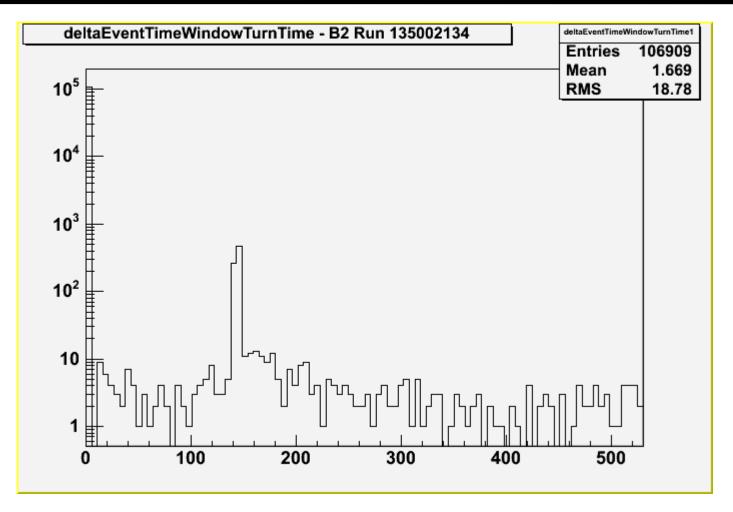


Remember: Not many discarded events for 1 tower data, but there is a peak around 140 ticks





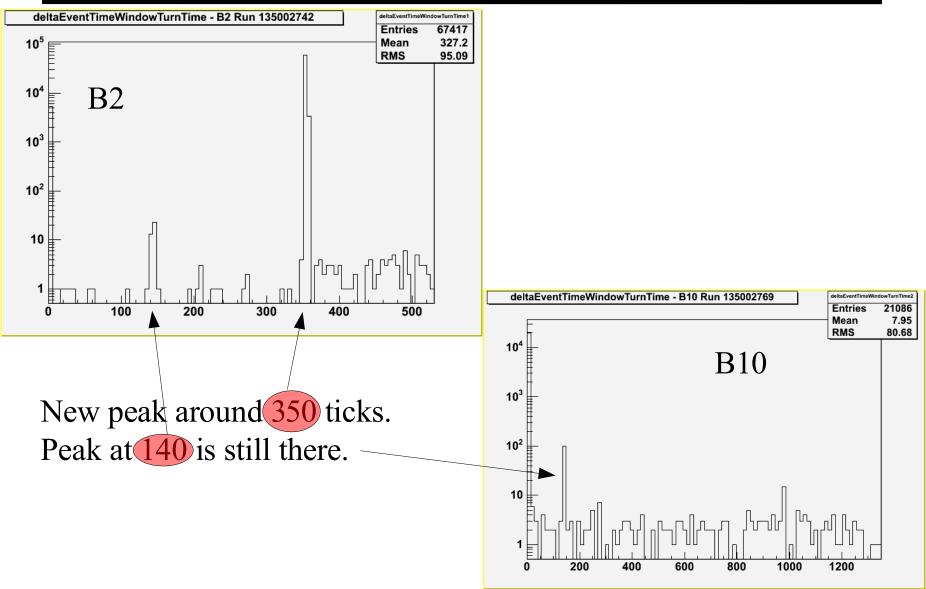
Two Tower Data: B2



Definitively a peak around 140 ticks i.e. Even we we thought we had no discarded events we still have some.

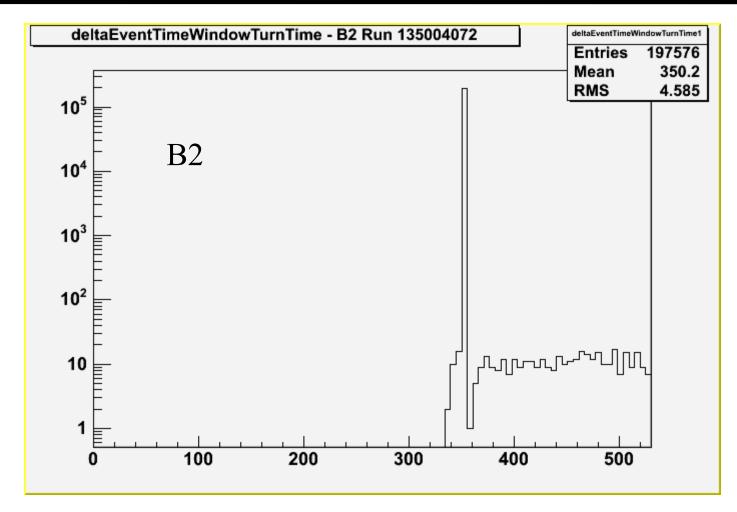


Four Tower Data: B2 And B10



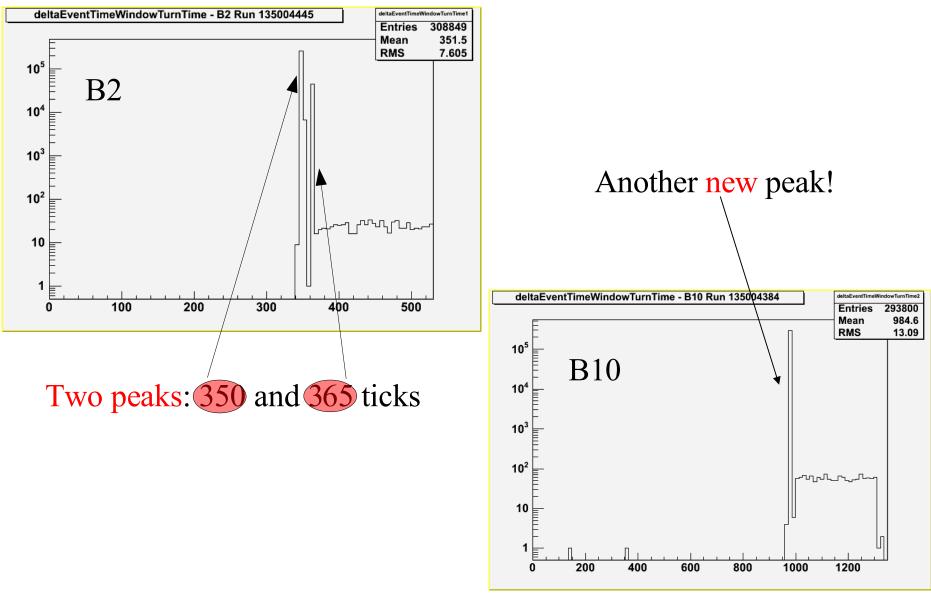


Six Tower Data: B2



Remember: Now we always have discarded events.







STR 33

- We don't know what causes these discarded events.
- Suspected the CAL:
 - "Known" that when you read out the CAL you 'retrigger'.
- Special Test Request: STR 33
 - Take muon data in a B2 configuration
 - Turn off CAL LO
 - Turn off CAL HI
 - Turn of both CAL LO and CAL HI
- 'Turn off':
 - We don't allow it to open the trigger window.

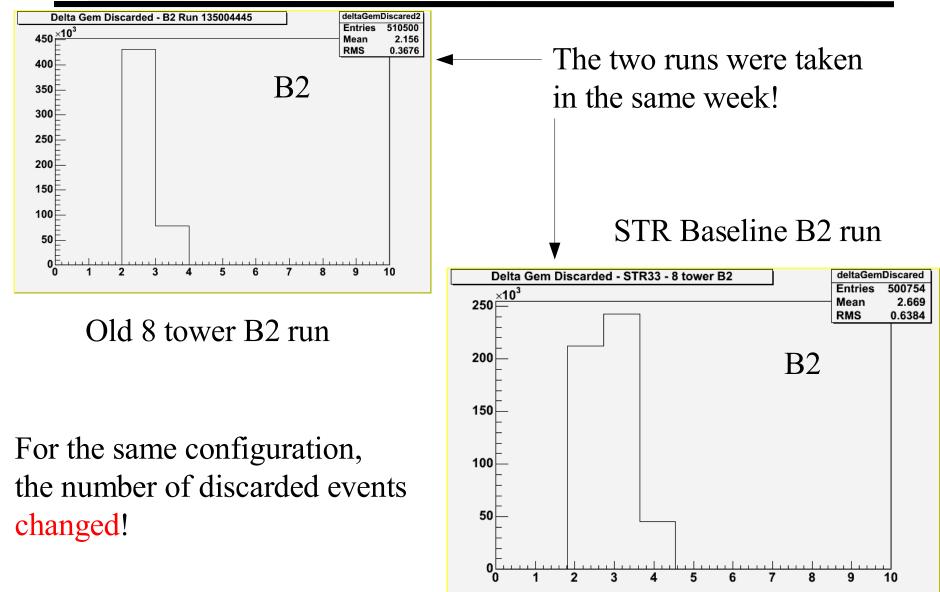


STR 33: Results

- The number of discarded events can change with time for the same configuration (B2):
 - Their time distribution did not change!
- Turning off CAL LO:
 - Small decrease in the number of discarded events
- Turning off CAL HI:
 - Most discarded events disappear
- Turn off both CAL LO and CAL HI:
 - No discarded events!
 - So the discarded events are caused by the CAL triggers!
- Time peaks:
 - 350 ticks: Associated with CAL HI
 - 365 ticks: Associated with CAL LO

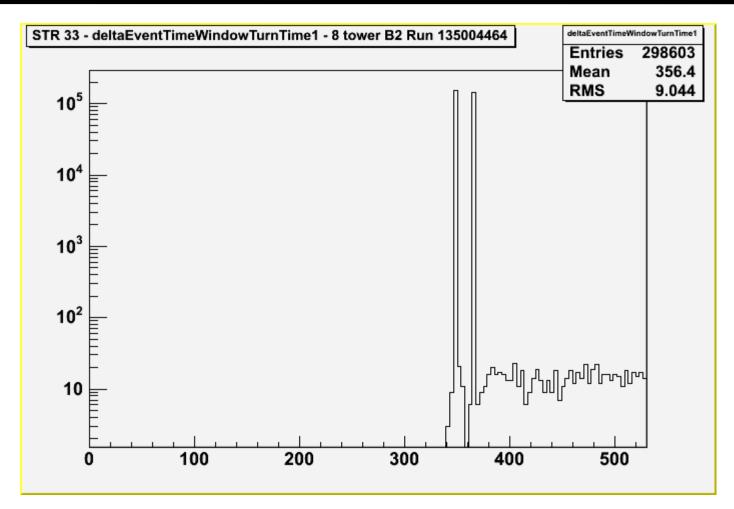


STR 33: Baseline B2 Run





STR 33: Baseline Run B2

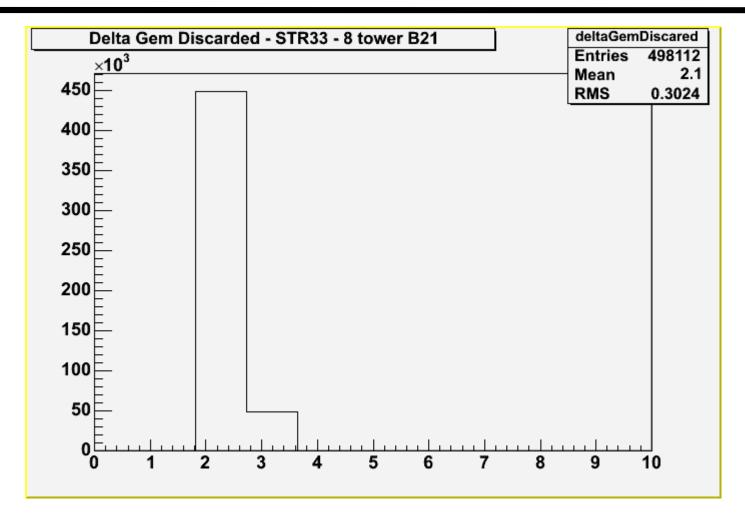


Time distribution did not change wrt previous 8 tower B2 run!

SVAC

Test Planning Meeting, October 3, 2005

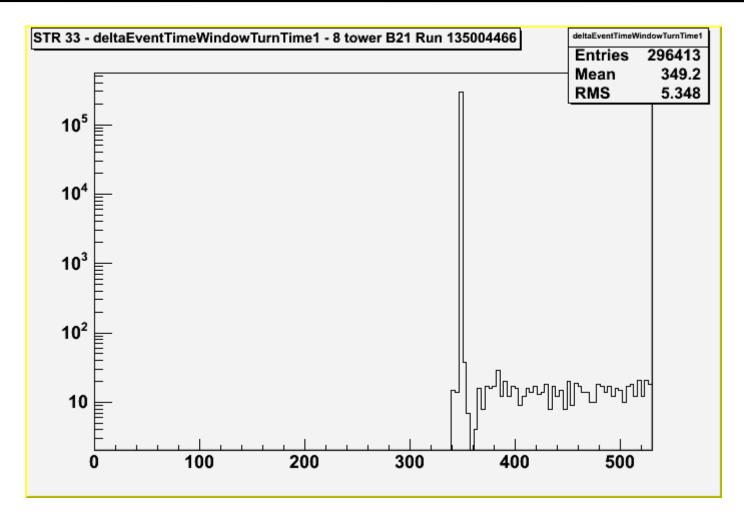
STR 33: Turn Off CAL LO



A small decrease in the number of discarded events



STR 33: Turn Off CAL LO - Time

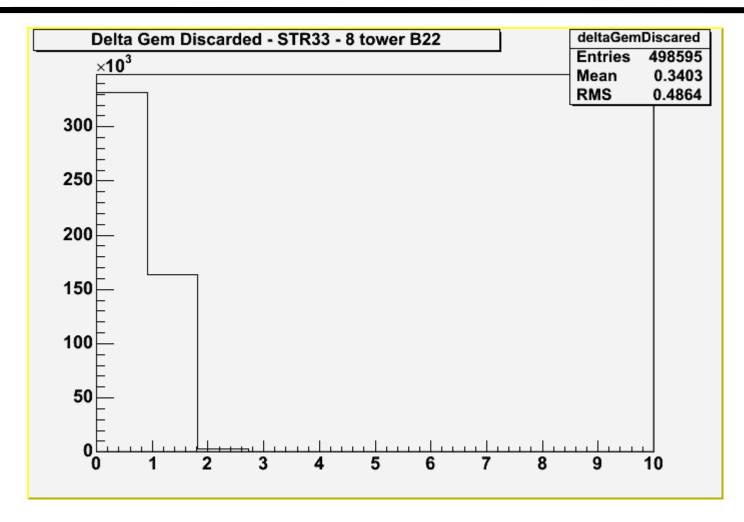


We see only the '350' peak i.e. '350' is associated with CAL HI.

SVAC

Test Planning Meeting, October 3, 2005

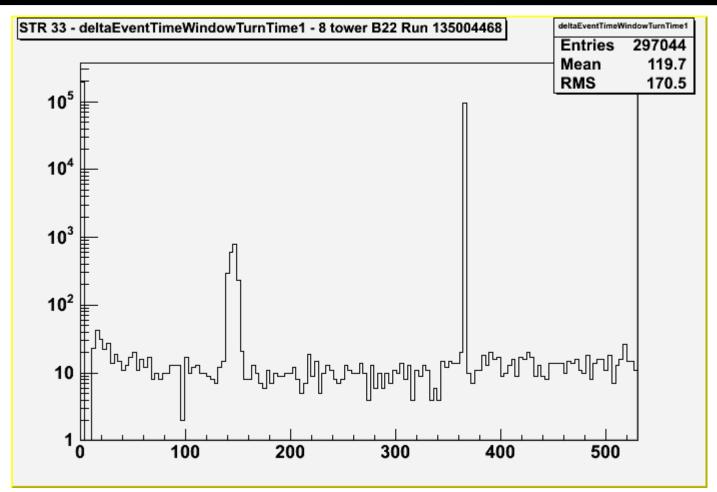
STR 33: Turn Off CAL HI



A lot less discarded events!



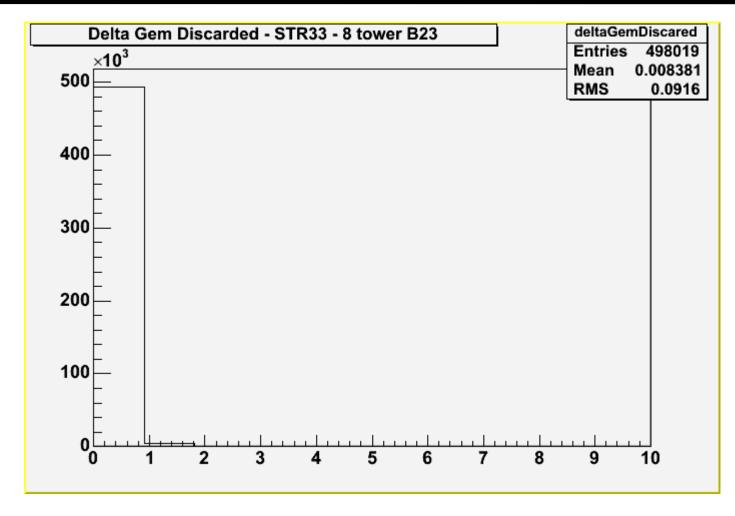
STR 33: Turn Off CAL HI - Time



We see our old friend at 140 again (consequence of having less discarded events(?)) And we still have the 365 peak.

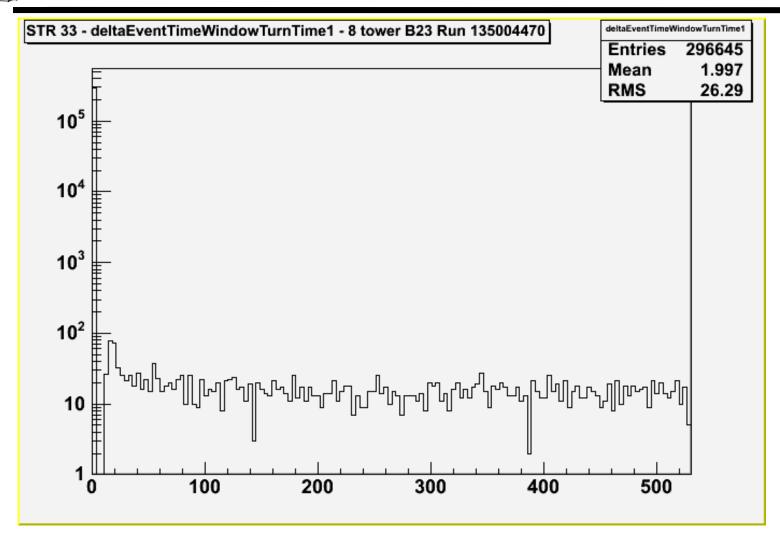


STR 33: Turn Off CAL LO And CAL HI



Very few discarded events left!

SVAC Test Planning Meeting, October 3, 2005 STR 33: Turn Off CAL LO And CAL HI



No peaks!



STR 35

- Look at a single tower at a time:
 - We only power up one tower a time!
- Use an external pulser in addition to the usual physics triggers (TKR, CAL LO, CAL HI, Periodic) to decrease data taking time:
 - 1 kHz external pulser
- Take three runs per tower:
 - Baseline
 - Disable CAL LO
 - Disbable CAL HI
- Because of time pressure we did not take:
 - Disable both CAL LO and HI
 - 8 tower baseline run
- We should have taken these runs!
- One thing to note:
 - TEM PS changed for Bay 0 and 4.
 - CAL modules have not been recalibrated since then!
 - Thresholds may not be entirely correct:
 - Effect is thought to be very small Anders W. Borgland



STR 35 Results

- Two modules do not have discarded events:
 - By this I mean a very, very low rate.
 - But they have peaks at 140 and 295.
- The other modules always have discarded events:
 - Bay 0: 1 discarded event per read out event
 - Bay 9: 2 and 3 discarded events per read out event
 - Bay 5, 8, 12, 13: 2 discarded events per read out event
- No visible effect when we turn off CAL LO!
- Sometimes the discarded events disappear when we turn off CAL HI, but sometimes there is no change!
- Time distributions:
 - We only see the time peak at 350 ticks.
 - 365 is not seen at all!
 - We see small peaks at 140 and 295 (new!) ticks when we have 'no' discarded events.

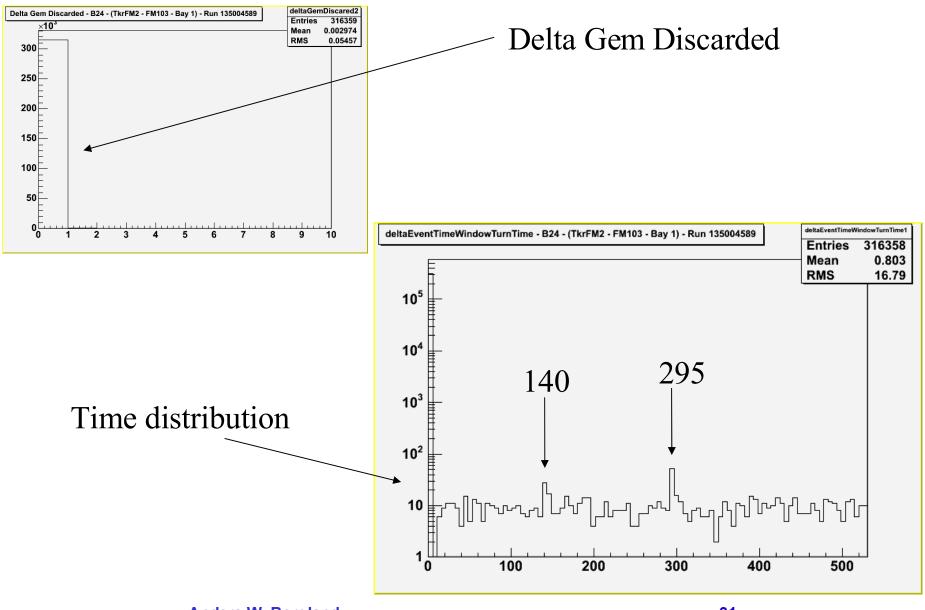


STR 35 Results cont'

- Bay 0:
 - March 2005: No discarded events
 - Now: Always discarded events
 - But remember the TEM PS change
- This means:
 - Most/All modules are affected:
 - What we see is not caused by one 'bad' module!
 - Looks like a module may change with time.

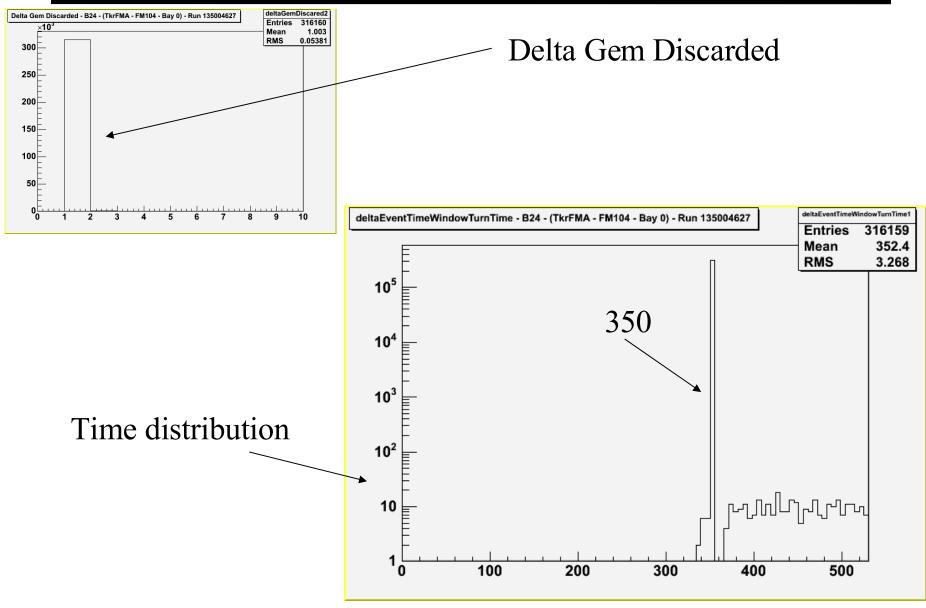


STR 35: Bay 1





STR 35: Bay 0

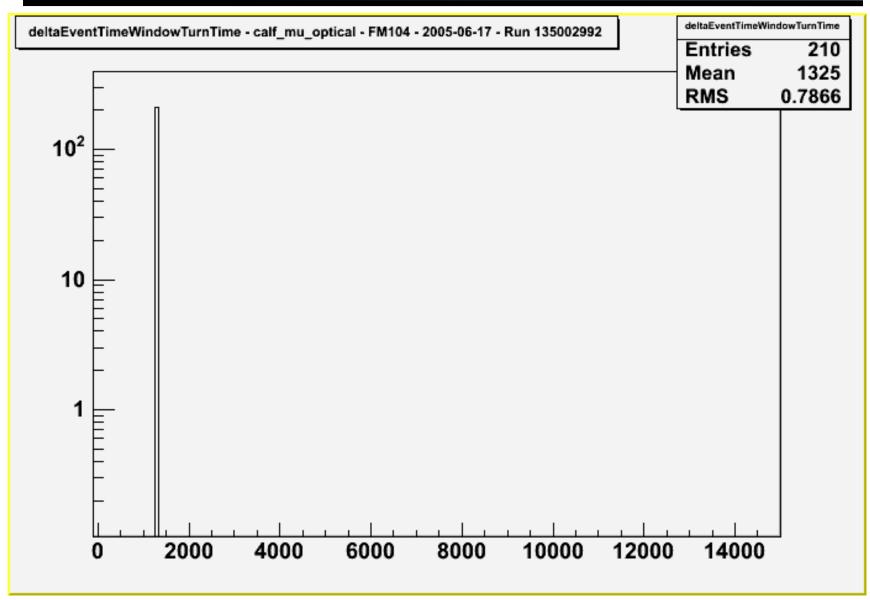




- Looked at CPT runs for the first six modules in the grid:
 - calf_mu_optical:
 - 4-range readout
 - Non-zero suppressed
 - FLE = 28
 - FHE = 127
 - Runs from May 28, 31 and June 17.
- Two groups:
 - Three modules 'always' have 13 discarded events per read out event.
 - Three modules 'always' have 21 discarded events per read out event.
- All six modules have discarded events!
- Time distribution:
 - All (the last) discarded events come at 1325 ticks
 - Deadtime for this run: 13129 ticks



CPT Runs: Time Distribution





Summary

- As of 8 towers we always have discarded events when we take data.
- The are coming from the CAL triggers:
 - Mainly CAL HI
- All modules seem to have this problem.
- The discarded events occur at very specific times.
- Number of discarded events (in a module) can change with time!
- Do this cause real retriggers?
 - Just from the low number of CAL triggers in muon runs we know it's at least not a big problem!
 - We are working on a more detailed analysis of the CAL trigger rate
 - Any deviation from Poisson?
 - This will in any case be part of the monitoring we will do on orbit:
 - For all trigger sources



Requests

- Threshold dependent?
 - Need to do a threshold scan (of CAL HI).
 - This is in any case planned:
 - Because of traditional CAL retriggering worries
 - So no additional data taking necessary
 - Should be done on the complete Instrument with FSW in January:
 - We are characterizing the full instrument
- Redo STR 35?
 - Useful to redo STR 35 on same 8 towers to monitor changes with time.
 - Requires no Online resources
 - Should only be done if there is an opportunity before FSW:
 - Doesn't depend on the number of towers in the grid.
 - And only if it doesn't delay anything!
- Explanation of the source of the problem:
 - Time for Eric Grove to talk